

Eventide H3000/3500 Ultra-Harmonizer©
Italo De Angelis Presets Library 2011©

FX SOUNDWORKS

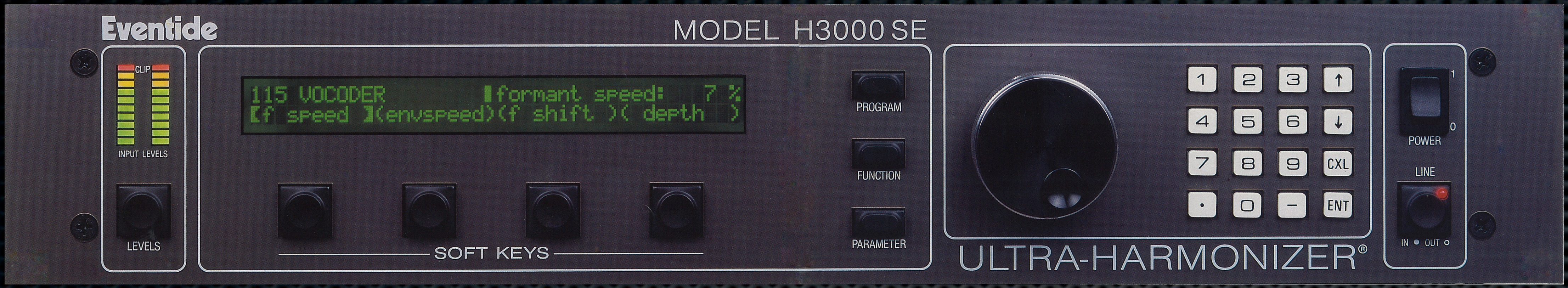


Welcome to this collection of 40 presets for the Eventide H3000/3500 Ultra Harmonizer©! Here you will find an extended set of sonic tools for your FX processing needs. Amazing stereo and multi-voice choruses and flangers or combinations of them with stereo delays, modulated, detuned, ducked or filtered, the best hall, plate, chamber reverbs on these units, spectacular ambient spaces and textures ranging from wild environments to modulation enhanced ones or forward/reverse micropitched microdelays clusters generated. Dynamic effects will respond to your touch intensity... modulation rate or panning speed, delay level or filtering, all aspects tied to your playing energy. Some classic effects from the Lexicon PCM70 and TC2290 are also presented here and excellent reproductions of famous musicians effects for both clean and distorted gtr tones.

If you own an H3000D/SE or H3500, all presets will have their mother algorithms to run on. If you own other H3000 versions (Black face w/yellow keys original H3000-B-S-SE-D/SX), you are strongly advised to get the D/SE Conversion Kit from Eventide, to add the extended algorithms array for the ultimate H3000 processing powerhouse. Any H3000 model can be easily upgraded to D/SE, which includes Mod Factory 1 & 2, Multi-Shift, Dense Room, Band Delay, String Modeller algorithms and hundreds of presets based on them.

The Mod Factory 1 and 2 algorithms are alone worth the upgraded unit, providing literally hundreds of possibilities, owing to their modular and patchable structure.

You also need the user manual to get the best out of this great unit!



Some facts about the H3000!

-Overall output level is assigned by default to MIDI CC# 7, Volume.

-Tap Tempo function is only available in those algorithms/presets with a <bpm> key. Besides tapping 3 times on it, you can use MIDI CC#64, Damper Pedal, which is patched to this function by factory default.

-Connect *both* H3000/3500 inputs! Some algorithms are mono in (input 1 = left)/stereo out, others are fully stereo I/O. To use all presets correctly you must run the unit in full stereo I/O configuration. You may also use a "Y" cable to run both inputs from a single (mono) signal.

Do not sum outputs on a "Y" cable though! It will be dangerous for the connected device. Use a mixer to go stereo > mono

-Each preset description mentions its mother algorithm and I/O configuration.

A request from the author...

<u>Please do not distribute these presets you have purchased!</u> Show respect for years of professional work and experience in the field. Let me support my family and keep these libraries' prices reasonable for everybody. Show respect for the money you've earned and invested in these soundworks.

Thank you for your purchase and understanding.

Presets Descriptions

DLY>DETUNE>PAN (Mod Factory 2) STEREO I/O
a stereo delay is passed thru a stereo detuner. Detune is also applied to dry sound in parallel so you have a chorus in parallel to detuned delays. The whole thing is then panned across the stereo field.
<Dly Lev> sets…delay output level
<DetuneLev> sets stereo detuner level
<Pan Rate> controls panning speed.

THICKENER+DLYS (Mod Factory 2) STEREO I/O
Stereo thickening in parallel to stereo delays. Play thru this preset with distorted sound and you'll hear a fat lead tone with echoes on the sides. Detuning is also possible.
<Dlys Lev> controls stereo delays level.

DETUNED FLANGE (Mod Factory 2) STEREO I/O
Stereo flanger in series to a stereo detuner. Lush and rich effect for clean chordal work.
<Feedback> controls flanger signal recirculation
<ModRate> controls both flanger and detuners modulation speed.

CHORUS>DETUNE (Mod Factory 2) STEREO I/O
Stereo chorus into a stereo detuner. The H3000 chorus can have several different variations. This one is particularly nice, wide and inspiring.

CHORUS+DETUNE (Mod Factory 2) STEREO I/O
Stereo chorus and detuner are in parallel here. A 4 voice chorused signal is what you get. If you tweak the chorus delays and feedbacks, a nice stereo delay is also possible.
<ChorsLev> controls stereo chorus level
<DtuneLev> controls stereo detuner level.

SHIMMER (Dual Shift) STEREO I/O
The classic delayed high octave staircase effect from Brian Eno and Daniel Lanois.
Play single notes thru this preset.

REVERS FIFTHALS (Reverse Shifter) LEFT IN/STEREO OUT
Crystals 5ths! Stereo reversed pitch shifters up a 5th, delayed and staircaising into nothingness. A classic Eventide effect.

6V FLANGER (Swept Combs) STEREO I/O
Eventide multivoice flanging to die for. Gorgeous analog-like flanger you can hear on countless records.

BLACK HOLE 3 (Swept Reverb) LEFT IN/STEREO OUT
Great classic Eventide effect! Created on the DSP4000 and available in all later units, here's a flashback to the mother of them all, the H3000. Finally available on this classic Ultra Harmonizer ®, an immense, deep. 3D modulated reverb you can play notes thru and get beauty out. So…Eventide.

CIRCULAR DLY (Band Delay) LEFT IN/STEREO OUT
Classic Lexicon PCM70 delay effect. 3 delays tap around you. Steve Lukather can't play without this!

PAN DLY (Band Delay) LEFT IN/STEREO OUT
Still from the PCM70, 2 delays tap left and right. Another Lukather classic one.

H3000 HALL (Dense Room) LEFT IN/STEREO OUT
Non modulated large hall reverb. A classic in old digital reverb technology, pioneered with the Eventide SP2016. Nice moody reverb for sparse playing.

BRIGHT PLATE (Ultra-Tap) STEREO I/O
One of a kind! Very highly reflective bright plate simulation effect, created with multi taps delay. Lots of tweaking possible here.

GLIDE CHORUS (Dual Digiplex) STEREO I/O
Another pioneering way of creating chorus. The 2 delays are glided, using the built in Function Generator. This type of chorusing became available in many units in the 1990s. No H3000 preset ever used this technique. This chorus is particularly transparent and clean, resembling TC chorusing.

BPMduckMODDLYS (Mod Factory 1) STEREO I/O
Stereo tap tempo pan delay with modulation, eq and level ducked by your input signal dynamics. You'd need 2 TC2290s for this effect only!
Tap Tempo available on the <bpm> or using MIDI CC message #64 (damper pedal).

DynPanBandChorus (Mod Factory 1) STEREO I/O
Stereo input is divided into 2 frequency bands, then panned and modulated by a nice stereo chorus. Modular algorithms shine in the H3000 and gave birth to the next Eventide platform, the 4000>8000 products lines.

6vCHORUS (Swept Combs) STEREO I/O
This 6 voice chorus is in a class of its own. So rich and unpredictable…makes your guitar or synth so thick you won't believe your ears. Sounds like Adrian Belew '80s chorus.

TIGHT AMBIENCE (Band Delay) LEFT IN/STEREO OUT
A tight ambience reverb with no space/position clues…just reflections. Great on Blues leads too!

GOTHIC SPACE (Reverb Factory) LEFT IN/STEREO OUT
Very special hall reverb, with medium dark texture and relatively reflecting surface.
Play sparse and moody to enjoy what this H3000 verb can do for you.

LEXIDIFFUSEDDLY (Ultra-Tap) STEREO I/O
A mono delay using diffusion to smear its attack and create a thick tone. Typical of Lexicon 224 and Pcm70 units, now available on your H3000 too.
Use <m delay> to fine tune delay time, <diffusor> for the right amount of smearing and <feedback> for the number of repeats.

DIFFPANDLYS (Ultra-Tap) STEREO I/O
Pan Delays thru diffusion! Classic Pcm70 effect in enhanced version.
Use <m delay> to fine tune delay time, <diffusor> for the right amount of smearing and <feedback> for the number of repeats.

TRICHORUS (Swept Combs) STEREO I/O
Nice 1980s 3 voice chorus, L/C/R, with animated modulation and some feedback.
Really nice on clean sound chords. Mildly TSC inspired…

SHIFTING AURA (Multi-Shift) STEREO I/O
Stereo delays and micropitch shifters with generous feedback and some phase tricks. Play arpeggios thru the Shifting Aura and you'll get a delayed chorus fading into clouds.

8vesDLYPAD (Multi-Shift) STEREO I/O
Reverse shifted and delayed octaves interact with a stereo delay. Very nice for chords swells or arpeggios. Deglitched for polyphonic sources (= chords!)

ENO CLOUDS (Swept Reverb) LEFT IN/STEREO OUT
Ambient reverb. Thousands of short delays bounce and get nicely detuned in the distance. Deep and inspiring texture with the classic H3000 tone.
<m delay> controls how big is the place
<m rate> speeds modulation up or down
<m depth> sets the amount of detuning
<m fdback> is your verb decay control.

BRIGHT CHAMBER (Swept Reverb) LEFT IN/STEREO OUT
Nice symphonic ensemble environment, not too small, neither too large. Good for all gtr applications, from acoustic to electric.

ITALO's SPACE (Multi-Shift) STEREO I/O
Majestic yet soft reverb made with pitch shifters and delays. Cross-feedback delay paths and long spliced reverse shifters multiply ad infinitum. Such is my favorite Eventide space.

HARMONICS HALL (String Modeller) LEFT IN/STEREO OUT
Well…this is only available on the H3000! This large reverb has resonating harmonics in it. You won't consistently notice them, unless non tuned input transients are fed to the unit. Inspiring tonal place.

HOLDSWORTHCHORS (Swept Combs) STEREO I/O
Allan's chorus is a legend! 6 voice are tuned to math proportions. Sound is really nice, wide and fat. Play chords with clean sound.

ALLAN LEAD #1 (Mod Factory 2) STEREO I/O
Stereo doubling and delay. Play distorted mid-rangey lead lines and get Holdsworth thick sound with echo.

ALLAN LEAD #2 (Mod Factory 2) STEREO I/O
Similar to ALLAN LEAD #1. This version uses thicker delays and longer echoes.
Fatter version!

VINTAGE ECHO (Multi-Shift) STEREO I/O
2 sets of stereo delays, slightly offset in time and pitch. Sounds like old analog delays, fat, diffused/smeared in time, a little warbling yet very musical. Wide stereo image!

MPITCH>SHUFFLE (Mod Factory 2) STEREO I/O
Micropitchshifter > shuffle delays. Stereo detuning from the H3000 world famous Micropitchshifter preset is in series and parallel to a stereo delay, set on shuffle time repeats.
Delays are ducked. Use <thresh> and <ratio> (under <ENVELOPE>) to fine tune delays ducking to your system levels. <bpm> controls Tap Tempo. CC#64 controls Tap Tempo too.
<MpitcLev> controls shifters level
<Dlys Lev> controls delays level.

WILD NOTCHES a>b (Mod Factory 2) STEREO I/O
Stereo flanger in series AND parallel to another stereo flanger! Extremely rich modulation with random sweeping frequencies peaks and valleys. The secret to a beautiful analog sounding flanger.
<Fdbck A> controls the first flanger feedback.
<Flange A> controls first flanger output level.
<FlangA>B> controls the 2 in series flangers level>
For flanger B feedback use <delay1fb> & <delay2fb> under <delays>.
Experiment with feedback and levels for many flanger possibilities.

REVERSE CLOUDS (Reverse Shift) LEFT IN/STEREO OUT
Reverse detuned delays bounce and fade away in clouds of sounds. Nice ambient chordal textures are possible with this one. Beauty for guitars and keyboards.

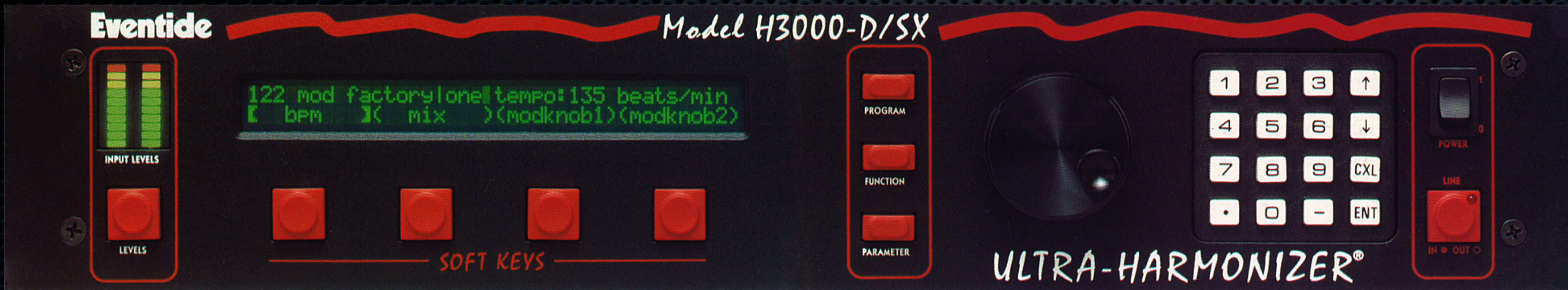
DuckDynModDLY (Mod Factory 1) LEFT IN/STEREO OUT
TC2290 emulation. A mono chorused long delay, up to 1.4 sec, has its output level ducked and its modulation rate is inversely proportional to your playing dynamics. So it will speed up in time or when you don't play. The right channel output is phase inverted to get pseudo-stereo image. If you are using a stereo mixer, remember that pseudo-stereo signals disappear when collapsed to mono, so use your pan control way spread L/R for the best result.
Use <bpm> for Tap Tempo (or CC#64 Damper Pedal).
The 2 internal delay lines are connected in series so the overall delay time is the sum of both. Envelope 1 parameters control ducking. Envelope 2 controls dynamic detuning of delay trails. Hi and low pass filters are placed in the feedback path.

DynPanMod DLY (Mod Factory 1) LEFT IN/STEREO OUT
Another TC2290 emulation. A mono chorused long delay, up to 1.4 sec, has its output panning hard L/R and its modulation rate is inversely proportional to your playing dynamics. So it will speed up in time or when you don't play. Panning speed is directly proportional to your playing dynamics. The harder you play the faster it pans. The right channel output is phase inverted to get pseudo-stereo image. If you are using a stereo mixer, remember that pseudo-stereo signals disappear when collapsed to mono, so use your pan control way spread L/R for the best result.
Use <bpm> for Tap Tempo (or CC#64 Damper Pedal).
The 2 internal delay lines are connected in series so the overall delay time is the sum of both. Envelope 1 parameters control dynamic panning. Envelope 2 controls dynamic detuning of delay trails. Hi and low pass filters are placed in the feedback path.

DynPanTremVbrto (Mod Factory 2) STEREO I/O
Typical Gilmour FX used on backing chords clean guitar. Great on Rhodes too!
Your playing dynamics control panning rate, tremolo speed and vibrato detuning.
The harder you play the faster those rates will be and deeper detuning is applied.
<PanTrem> controls panning tremolo level
<DynVbrto> controls dynamic vibrato level.

EQUINOX VERB (Mod Factory 2) STEREO I/O
Beautiful detuned & modulated reverb, created by cross-feedback connected delays and detuners. Verb envelope is different from traditional verbs, rising slower than it normally would and decading far and wide. Wants you to play moody.
<decay> controls reverb length and alters its attack/decay slopes
<detune> controls reverb detuning
<level> is your reverb output level
<mod rate> changes the LFO speed modulating the 2 delays.

SO LONG, MATE… (Swept Reverb) LEFT IN/STEREO OUT
Well…
it has been a nice voyage thru the sonic wonders of the H3000, my friend.
Here we are at its end. For you I have another reverb with animated modulation and that "canyon-like" slopes and depth.
Changing <mdelay> to alter space size will require adjusting <mrate> and <mdepth> for less warbling in the fading tail.
Enjoy ! ! !



If you have enjoyed my soundworks, please contact me and let me know your opinions and suggestions.
Good luck in your music life!

Italo De Angelis

www.italodeangelis.com

FX SOUNDWORKS